Disney · PIXAR

# TOY STORY

NOW IT'S

# toy vs. toy

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BOOM KIDS!

ALL RIGHT GANG, THE JUDGES HAVE ADDED UP ALL THE SCORES FROM "ROUND 1" AND THE TOYS WITH THE TOP FOUR SCORES WILL BE MOVING ON TO "ROUND 2."
AS IT STANDS NOW, IN 1ST PLACE IS...
SURPRISE, SURPRISE. BUZZ LIGHTYEAR.
IN 2ND PLACE...
ROBOT...?!
I GUESS THAT MAKES SENSE. MOVING ON TO 3RD PLACE IT'S...
ROCKY?! OH, COME ON! SERIOUSLY?
AND IN 4TH PLACE WE HAVE...
...
OH, COME ON ETCH, DON'T MAKE US WAIT!
AND IN 4TH PLACE IT'S...
REX.
IT IS?!
IT IS?
IT /S.
CONGRATULATIONS, BUDDY.
WAIT, LOOK...!

IT'S A "TIE!"

IT'S REX AND WOODY IN 4TH PLACE!

A TIE? OH, THANK YOU...

YOU KNOW WOODY; YOU CAN STILL CALL THIS WHOLE THING OFF.

I TOLD YOU WHAT'S GOING TO HAPPEN IF YOU DON'T WIN.

YOU DON'T THINK I CAN WIN.

THAT'S NOT WHAT THIS IS ABOUT, WOODY.

THAT'S NOT WHAT THIS IS ABOUT? I'LL TELL YOU WHAT THIS IS ABOUT...

THIS IS ABOUT YEARS OF "WOODY THE COWBOY" SAVING THE DAY, BECAUSE ANDY THOUGHT I SHOULD.

NO... BECAUSE ANDY THOUGHT I *COULD*.

AND MAYBE I CAN'T. MAYBE I'M NOT THE ACTION HERO THAT HE THINKS I AM.

*YOU* CERTAINLY DON'T THINK SO AND NEITHER DO *THEY*. HECK...MAYBE EVEN *I* DON'T BELIEVE IT...

...BUT THAT DOESN'T MEAN I'M GONNA GIVE UP.

'CAUSE *ANDY* BELIEVES IN ME...AND I *CAN'T* LET HIM DOWN.

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ALL RIGHT EVERYONE, THE GAME IS SIMPLE...

ON THE TOP SHELF OF ANDY'S CLOSET YOU WILL FIND BO PEEP'S LOST SHEEP...

IT IS *OUR* JOB TO RESCUE THEM.

THE FIRST TOY TO RETRIEVE THE SHEEP...

...AND DELIVER THEM *SAFELY*, HALFWAY ACROSS THE PLAYROOM...

...TO THE TENDER CARE OF *BO PEEP*, IS THE WINNER.

AND THE WINNER GETS THE GREATEST PRIZE I CAN THINK OF...

...A *KISS*.

PLAY NICE, BOYS.

WHAT ARE THE RULES?

NO RULES. EVERY TOY FOR HIMSELF.

NO RULES?! BUT WHAT WILL I HIDE BEHIND?!

NO RULES IS *GOOD* RULES.

COMPETITORS ON YOUR MARKS...

GET SET...

...*GO!*

THIS IS NOT A FAIR CONTEST!

I CAN'T REACH EITHER, REX. QUIT COMPLAINING AND THINK CONSTRUCTIVELY.

BUT THIS IS RIDICULOUS; I CAN'T CLIMB UP THERE! I CAN'T EVEN DO A *PULL UP!*

WELL THEN, USE YOUR BIG BRAIN AND FIGURE OUT ANOTHER WAY!

!

KEEP TRYING REX, YOU'LL GET IT. WHOA, WATCH OUT!

I'M TELLING YOU, I CAN'T REACH--!
BAM!

HE FELL? I DIDN'T EVEN THINK ABOUT FALLING!
I DON'T THINK I CAN DO THIS.

BAAAAAHHHH!

ANDY

...HHHHHEEEEEYYYY!

I GOT IT!

WHUMP!

HEY, HEY...

CRASH!

CLANG!

CLICK!

BAAAAAHHHH!

THAP!

OH, NO!

BAH...?!

BAAAAAHHHH!

I GOTCHA, I GOTCHA!

CATCH!

WHOOSH

SLAM!

COME ON WOODY... WE CAN SHARE 'EM!

DANK
OW!

YOINK!

OH,
NAN.

SLAM!

YOINK!

0110?!!!

SWIPE!

OH, MY HEAD...

OH, NO, YOU DON'T...!

TO INFINITY... AND BEYOND!

5

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# TOY STORY

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SPRING!

BOUNCE!

I'VE GOTTA... WIN IT... FOR... ANDY!

YOINK!

FOR YOU, MISS PEEP.

THUMP!

SMOOCH!

SMOOCH!

HEY, WOODY...

KIIIIIISSSSSSSSS!!

BUT... BUT I LOST...

WOODY, YOU'VE *ALWAYS* GOTTEN YOUR KISSES FOR *FREE*.

I DON'T LOVE YOU BECAUSE YOU SAVE MY SHEEP.

I JUST LOVE YOU.

AND *NOBODY* CAN *EVER* CHANGE THAT.

I'M SORRY ABOUT...

IT'S ALL RIGHT, I UNDERSTAND... BUT DON'T YOU EVER DO ANYTHING LIKE THAT AGAIN.

YES, MA'AM.

THAT'S WHAT I LIKE TO HEAR. YOU KNOW...

...BUZZ SAID HE'D WATCH THE SHEEP TONIGHT.

HEY, REX! I THINK YOU BETTER COME TAKE A LOOK AT THIS!

WHAT?! WHAT IS IT?! IS IT A CHOKING HAZARD?!

WORSE...

...IT'S A FIELD TRIP!

Permission slip for Andy

signed by guardian Andy's Mom

A FIELD TRIP? TO A *DINOSAUR* MUSEUM...?!

BUT...BUT ANDY...BOUGHT *ME* FROM A *MUSEUM* GIFT SHOP...

NOOOOOOOOOOOOOOOO!

IS REX BEING REPLACED? CAN HE STOP ANDY FROM BUYING ANOTHER DINOSAUR?

FIND OUT *NEXT TIME* IN ANOTHER THRILLING INSTALLMENT OF *TOY STORY!*

'10

## MANIFEST DESTINY

It's funny how things work out sometimes.

Although I was a teenager when the Disney Afternoon programming block debuted in September of 1990, I was all in. DUCKTALES was the coolest cartoon going at that time, bringing a loose version of Carl Barks' Uncle Scrooge stories to the small screen. I'd sit next to my younger brother Josh, and we'd watch the adventures of Scrooge McDuck unfold, along with DISNEY'S ADVENTURES OF THE GUMMI BEARS, CHIP & DALE'S RESCUE RANGERS and TALESPIN. In our minds, a programming block couldn't get any more fun.

Then in 1991, we were introduced to DARKWING DUCK.

The brainchild of Tad Stones, DARKWING DUCK was a spin-off of DUCKTALES and was unlike almost any Disney project that preceded it. A genre parody, it focused on action and adventure, and featured Drake Mallard as the self-styled "Terror That Flaps In The Night". With sidekick Launchpad McQuack and adopted daughter Gosalyn along for the ride, the show was a mash-up of superheroes, pulp adventure and spy fiction.

My brother and I were hooked instantly.

An aspiring artist at the time, I doodled Darkwing relentlessly. I bought pretty much any piece of merchandise Disney slapped him on to. (I even still have a sealed box of DARKWING DUCK valentines.) Even though I was still technically a kid, I swore to myself that someday…SOMEDAY…I would work on a Darkwing Duck project in some form or another.

Flash forward to June 2009. On my first day as BOOM Kids! Disney/PIXAR editor, one of the first questions I asked was "So when can we do a DARKWING DUCK series"?

Now, in June 2010, exactly one year later…the first issue of that book will be on the shelves. And in that same month, we'll be launching a DUCKTALES arc in the pages of UNCLE SCROOGE #392. The Disney Afternoon is back, just in time to celebrate its 20th anniversary.

So if you love Uncle Scrooge and Darkwing Duck as much as I do (and if you're reading this, it's a safe bet you do), then call your local comic shop and tell them to reserve you a copy (or two!) of UNCLE SCROOGE #392 and DARKWING DUCK #1!

The Disney Afternoon is back! My inner child could not be more excited!

*- Aaron Sparrow, Editor*

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## WRITER OF THE MONTH: IAN BRILL

*So how did the DARKWING DUCK book come about?*

Editor Aaron Sparrow and I were having conversations about our favorite Disney characters and pretty soon Darkwing came up. We started thinking of what you could do with the character and felt pretty confident we could craft a story worth telling. Things snowballed from there and I'm honored to have the power of the mighty BOOM! machine behind this book.

*DARKWING DUCK has been out of syndication for over ten years. Do you think it's a property kids who may not have seen the show can still respond to?*

Hopefully they'll see this character on the cover that's Donald Duck-meets-Batman, get interested and enjoy the book. It won't talk down or pander to them, it'll just promise and deliver a fun ride. I don't worry about the demographics of the audience, I worry about hitting those primal feelings that make a story meaningful: adventure, a sense of family, a desire for justice to be done. Hopefully if I get those ideas across, well, people will be on board, no matter what age.

*What do you see as the core elements of the character?*

I think the central dynamic of the show is Darkwing depending on Launchpad and Gosalyn. He depends on them to temper his ego. Darkwing's genuinely dedicated to justice but he rarely questions himself. Gosalyn and Launchpad, in their own respective ways, bring him back down to Earth. At the same time, Launchpad needs Darkwing to give his life the sense of purpose he wants and Gosalyn needs Darkwing to keep her in line, since she's a pretty rambunctious kid.

In THE DUCK KNIGHT RETURNS, we find that dynamic broken. Drake Mallard has given up being Darkwing to get a job in a cubicle. He and Launchpad are not speaking to each other. Gosalyn's in a school that's suffocating her. There are lots of external adversaries that challenge this new status quo and remind our three heroes how important they are to each other.

*Is it safe to assume we'll be seeing Darkwing's rogues gallery in action?*

There are a ton of villains in these four issues, too. Darkwing has such a great rogue's gallery, I couldn't pick just one. By the time you get to the end of the first issue you'll see four, and then there are only going to be more as the series progresses. All the villains' lives have been changed, too. There have been big changes in St. Canard and everyone's dealing with them in their own way. This series has the familiar characters you want but given new situations that we hope give a sense of vitality to the stories.

*-Ian Brill*

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## PREVIOUSLY IN TOY STORY...

The toys of Andy's room are embroiled in a test of strength, and the winner will receive a kiss from Bo Peep! Woody had better win, too...if he doesn't, he risks losing Bo Peep altogether! But things don't look good for him when the "Flight" event really sends him flying – right out the window!

BOOM KIDS!

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AAAHHHHH!

AAAHHHHH!

AAAHHHHH!

HE'S FLYING!

THAT AIN'T FLYING, IT'S...FALLING *WITHOUT* STYLE!

WELL, IF I KNOW WOODY, HE'LL PULL IT OUT AT THE LAST POSSIBLE SECOND.

THUNK!
OOOOOOOOW...
TA-DAAA...!

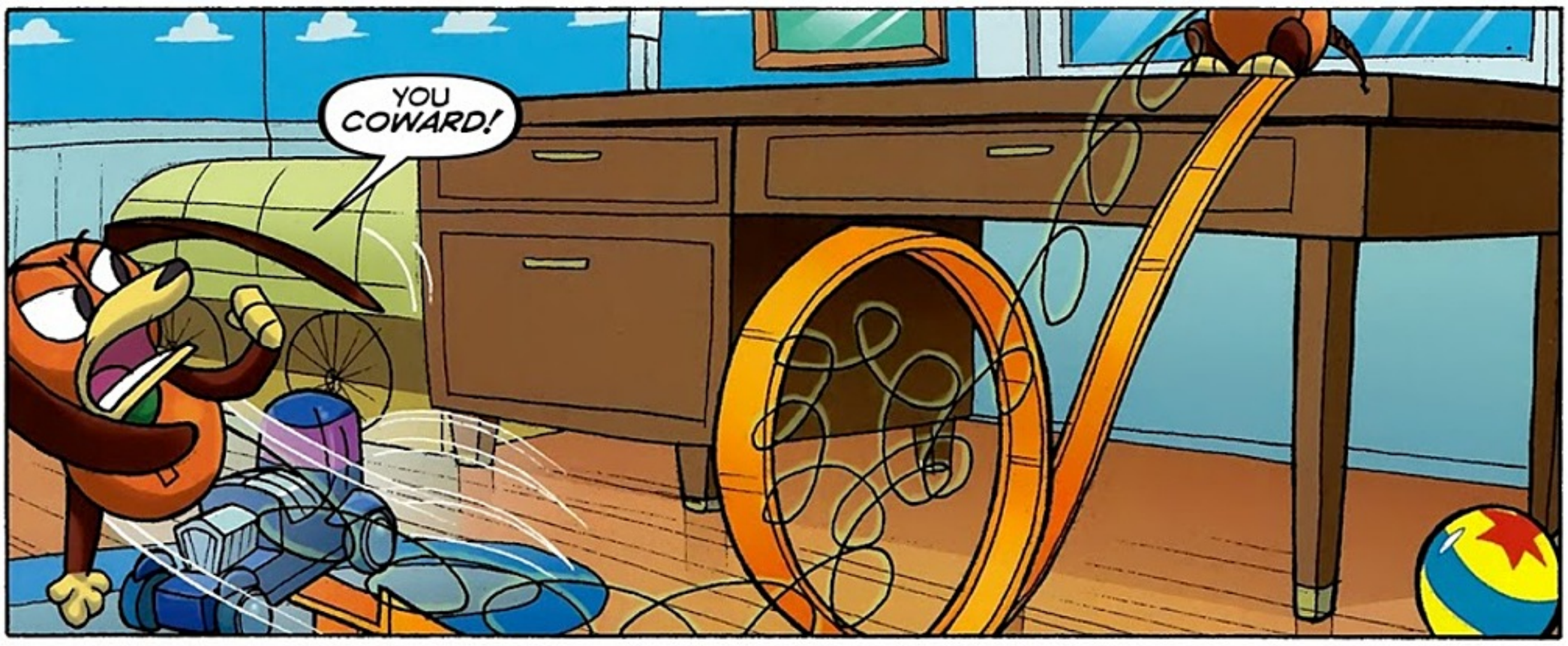
AN HOUR LATER...

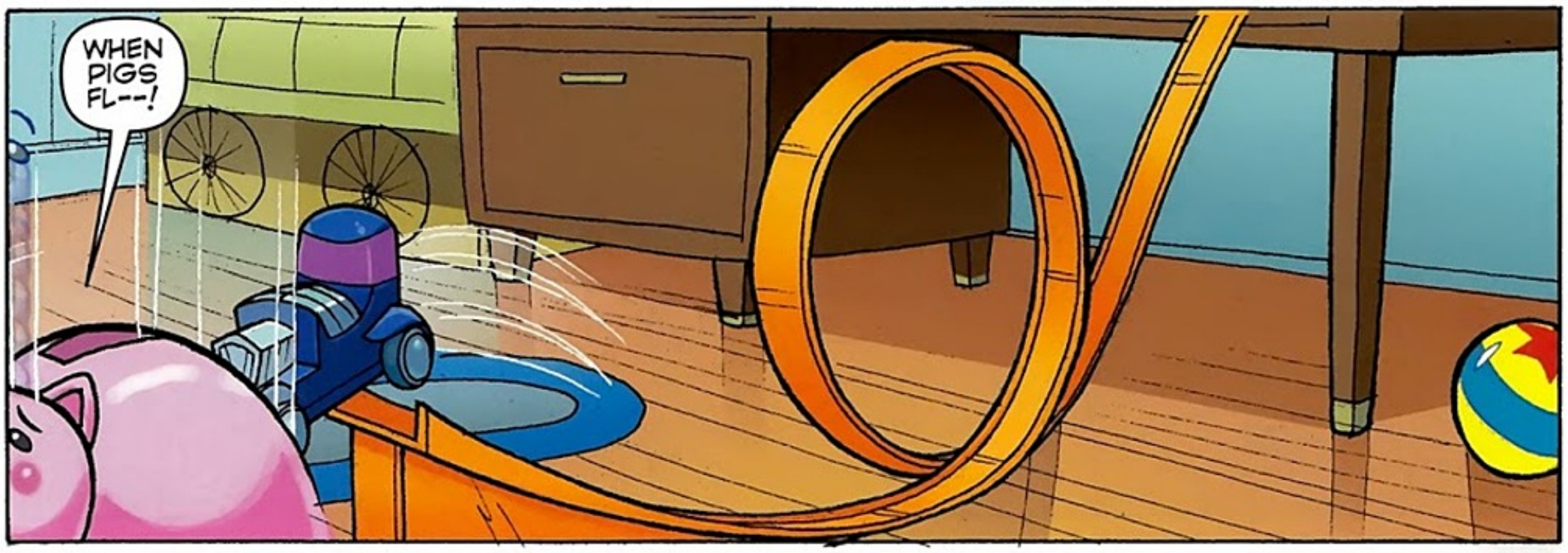
WHO'S NEXT?

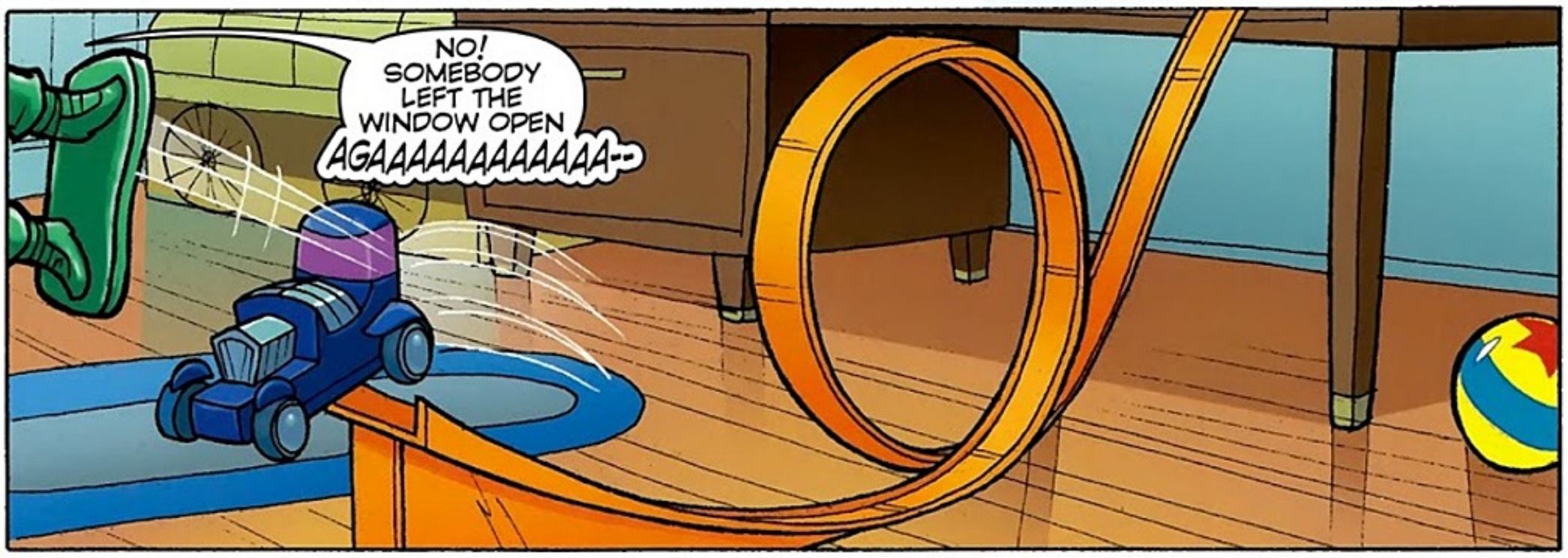
FLYING: FALLING WITH STYLE COMPETITION (CONTINUED)

001!!!

YIPPI-KI-YAY!



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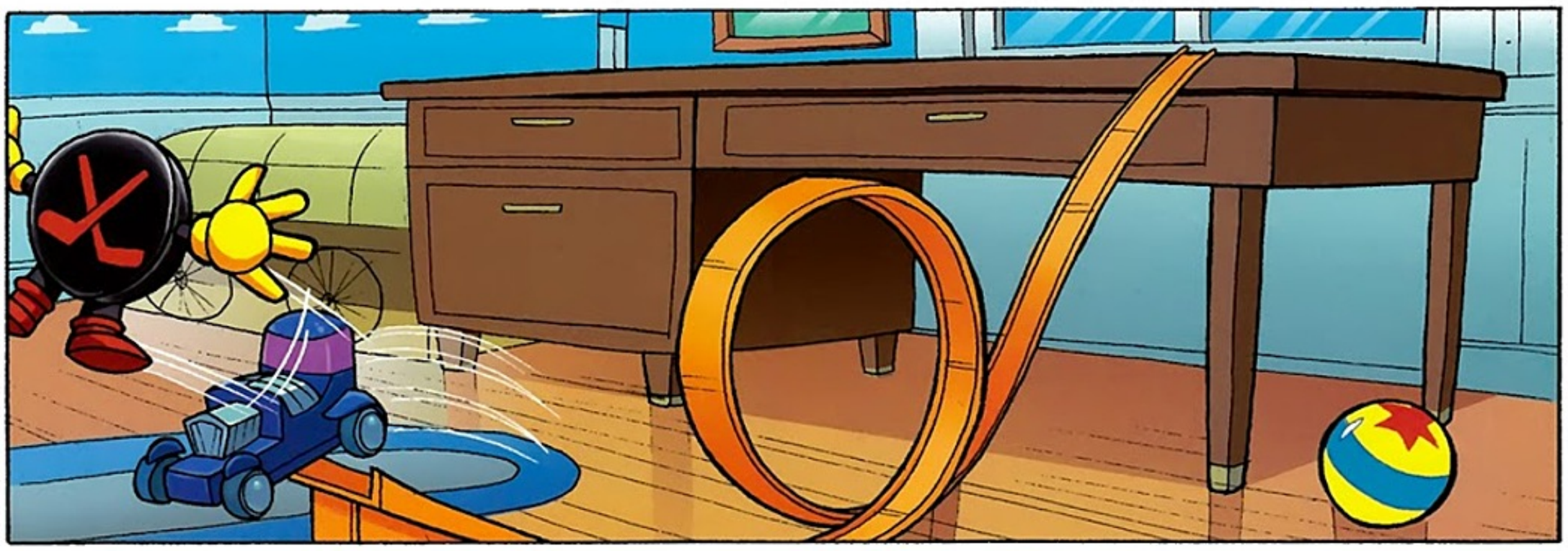
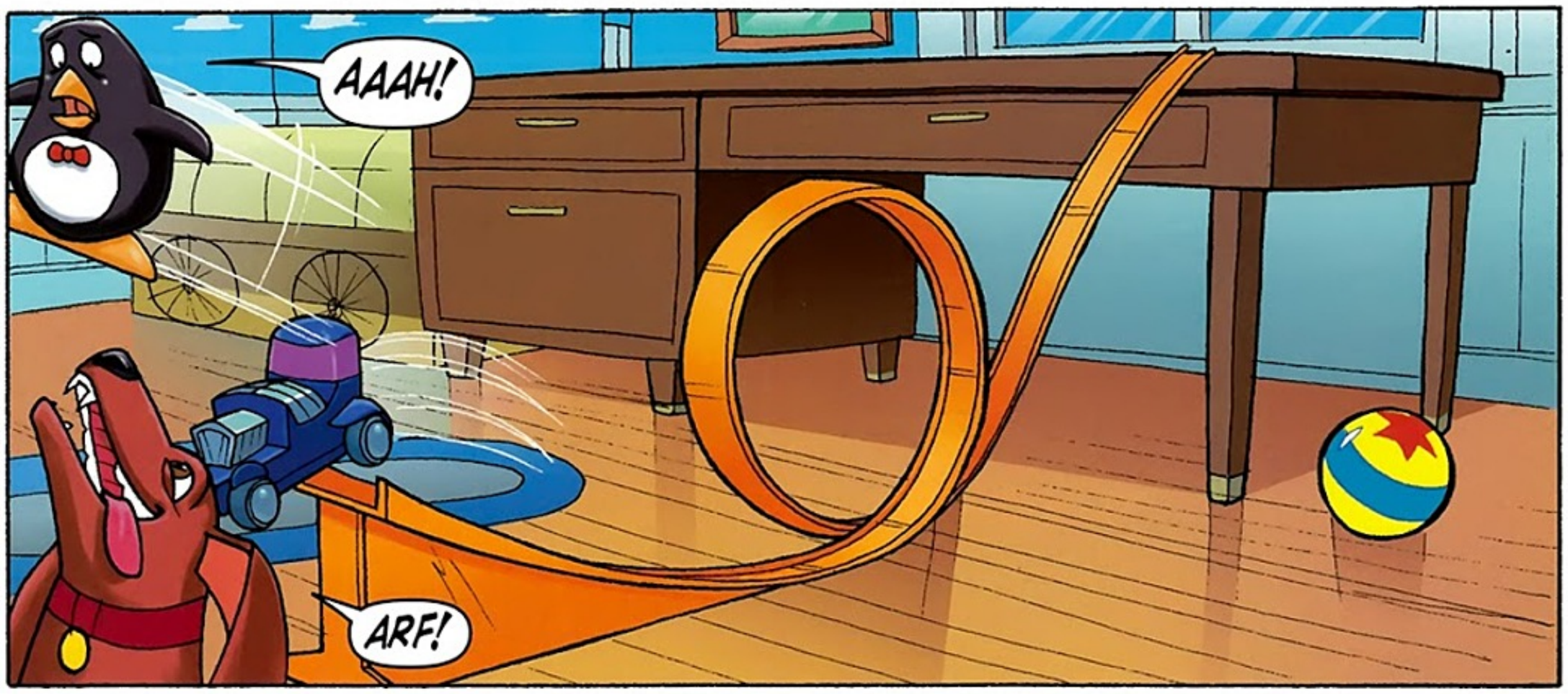
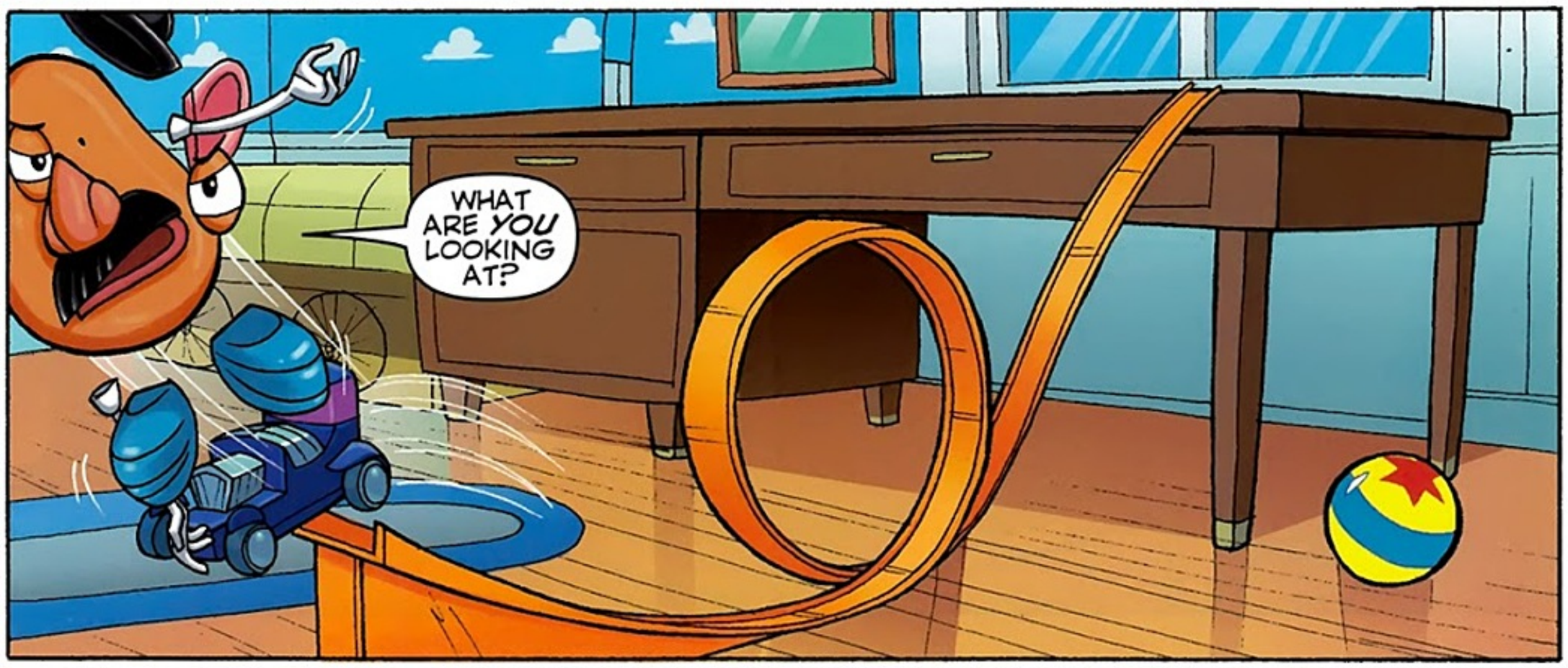
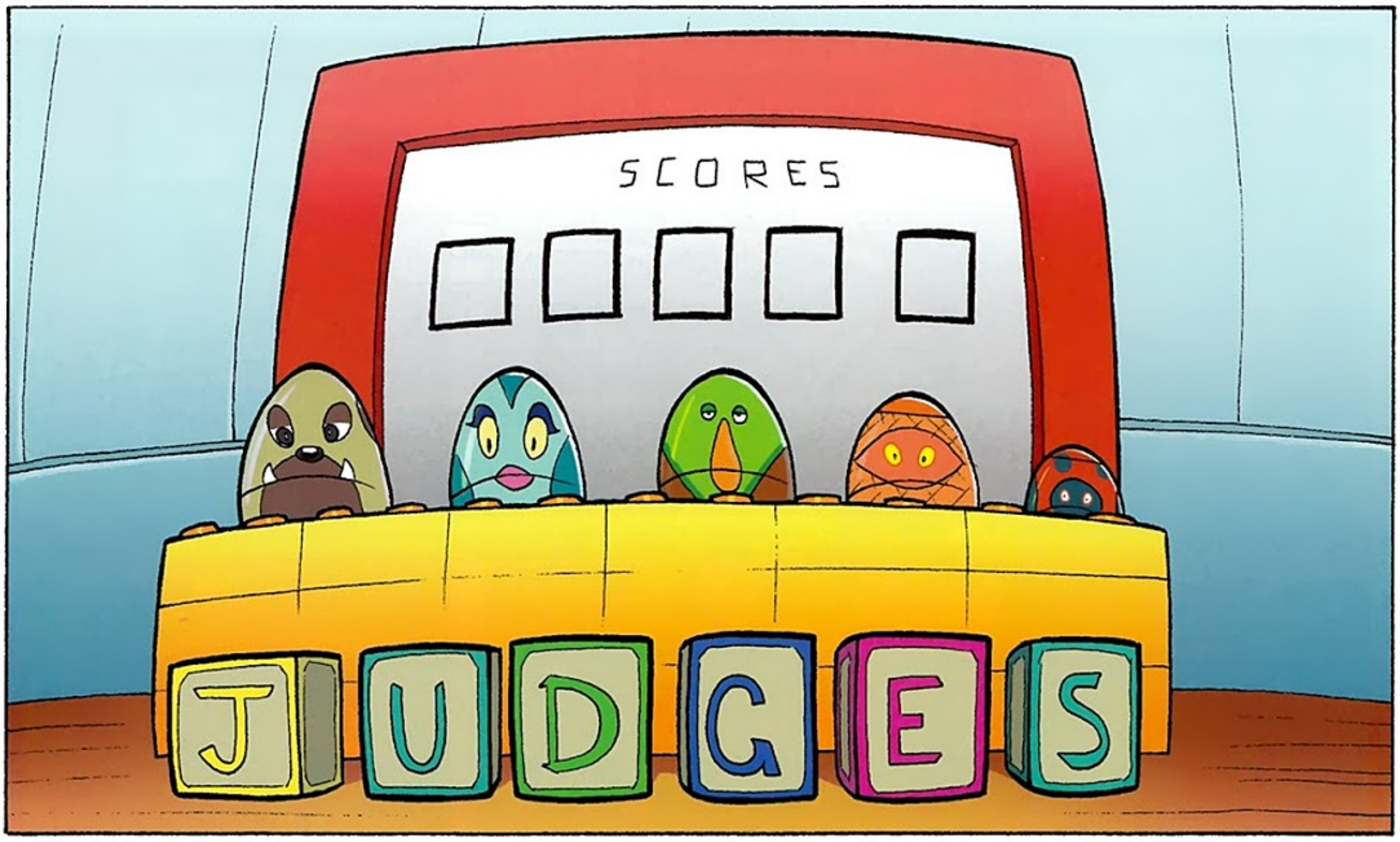
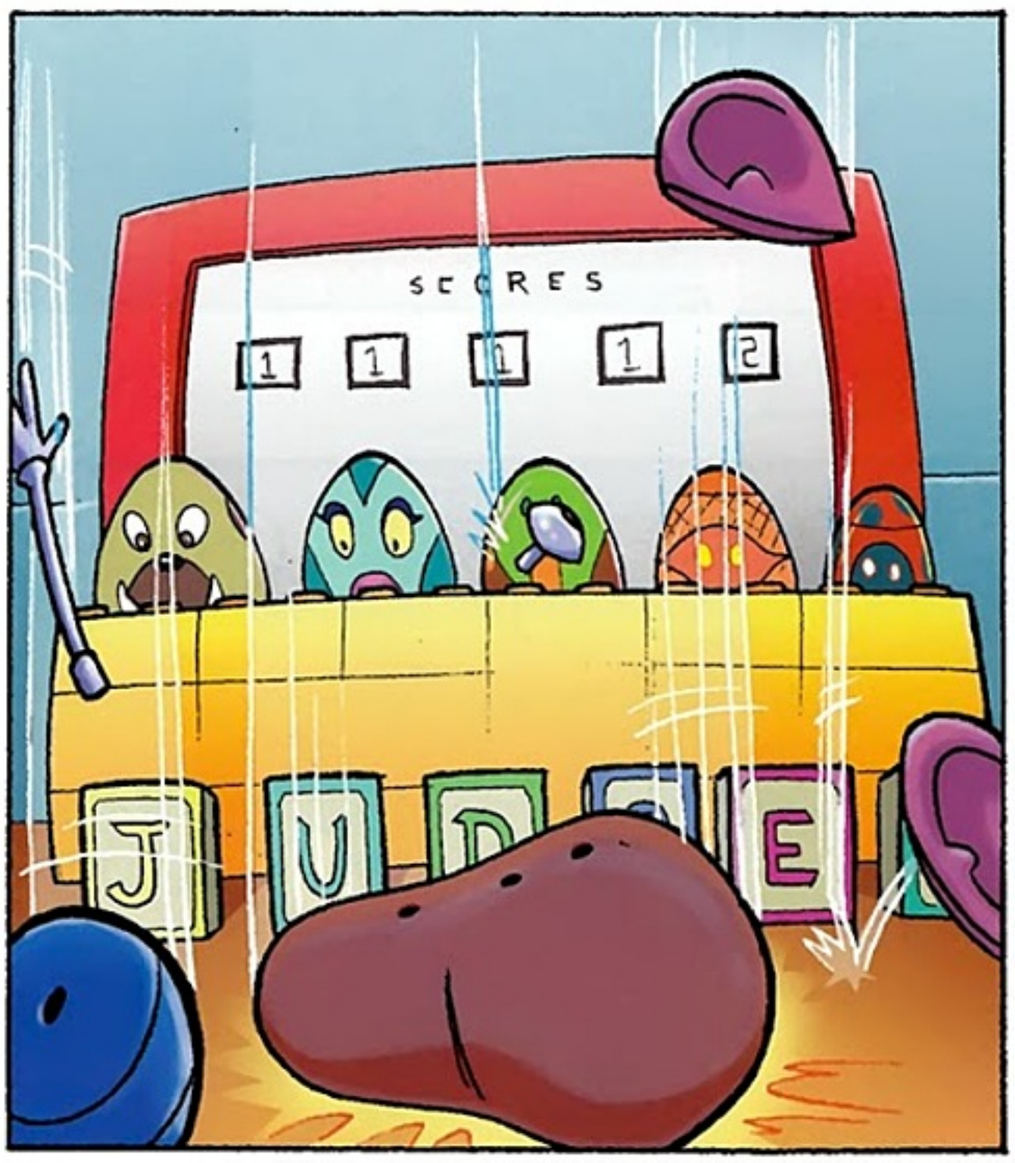



AAAH!
ARF!

HEY! I'M WOODY!
"AAAHHHHHHHH!"


WHAT ARE YOU LOOKING AT?


SCORES
JUDGES


SCORES
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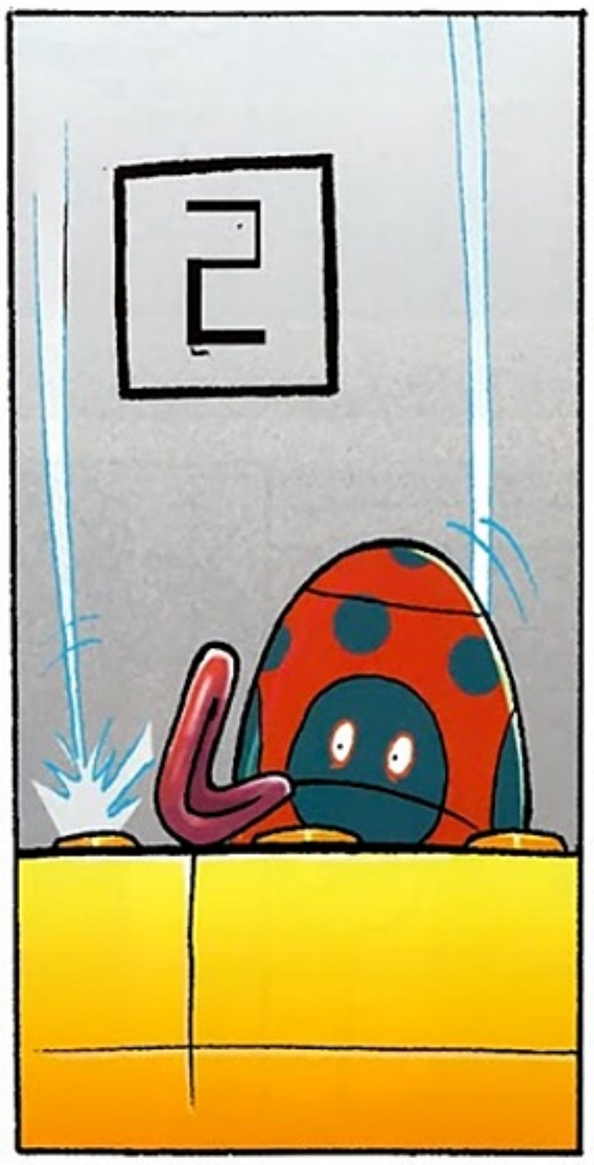
JUDGE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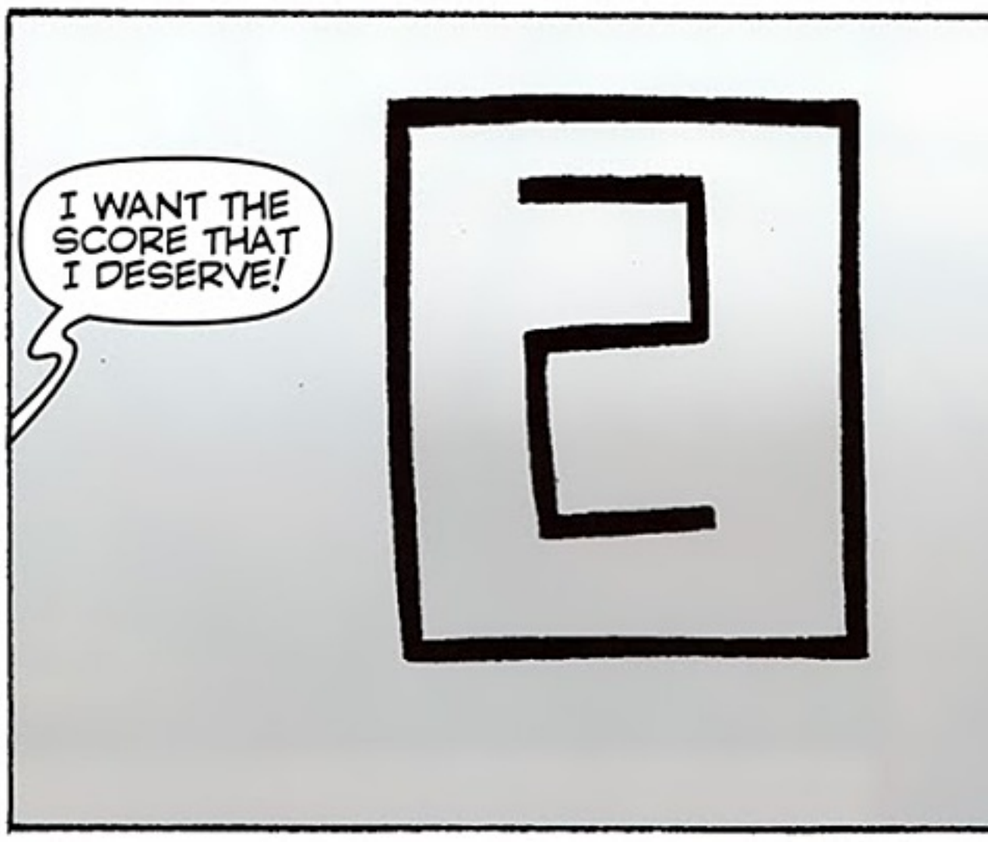
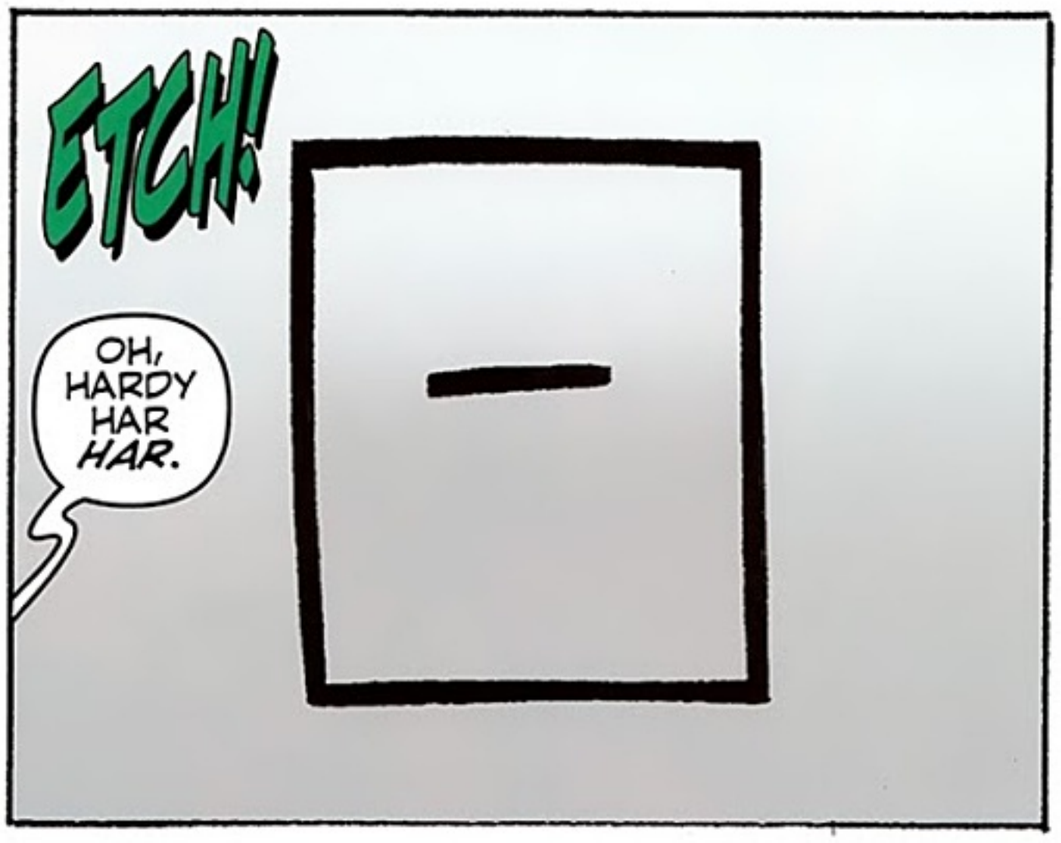
A "2"?!
I DON'T WANT YOUR PITY!


I WANT THE SCORE THAT I DESERVE!
2


ETCH!
OH, HARDY HAR HAR.
-